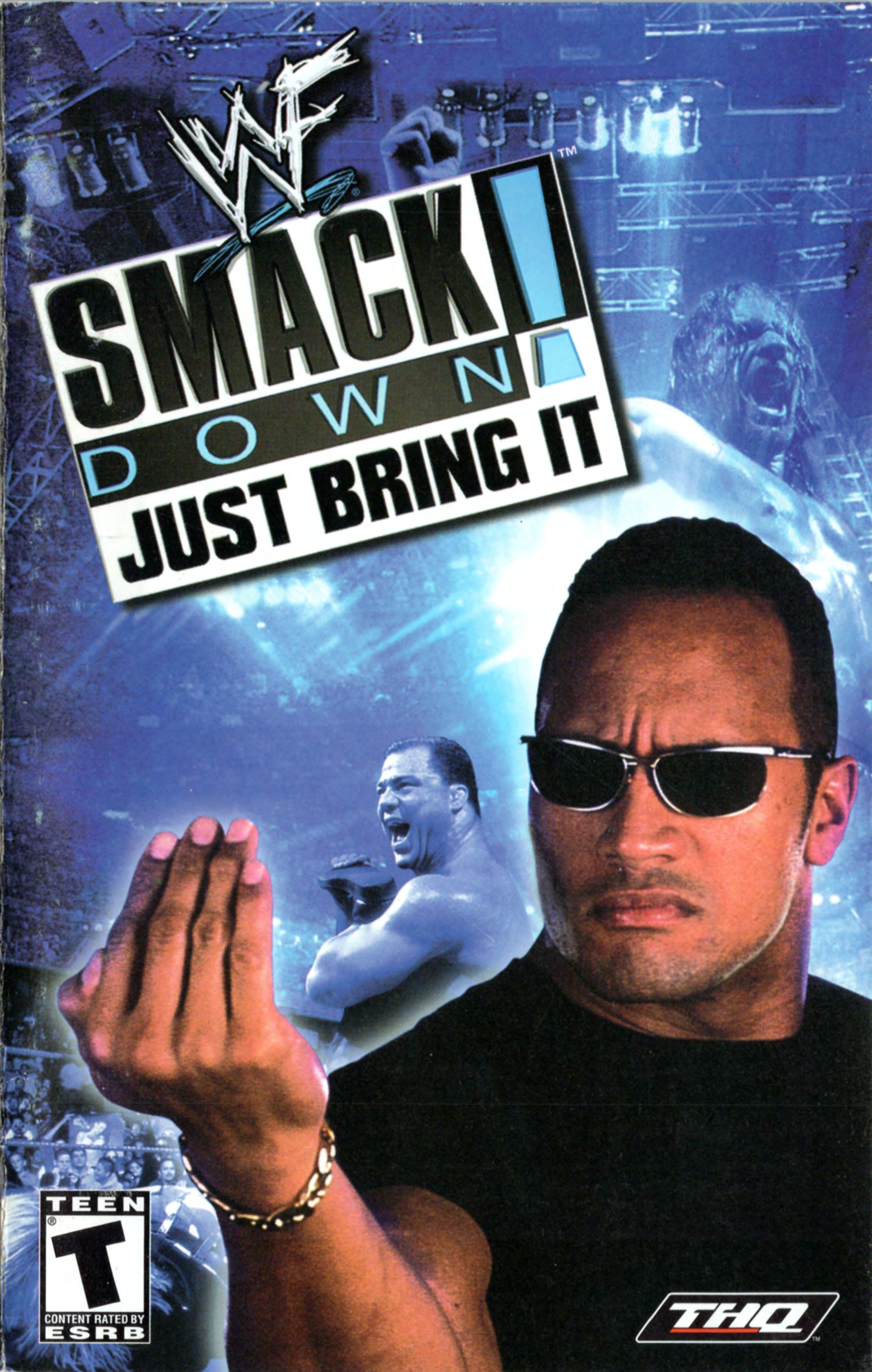
# WWE SMACKDOWN!™ JUST BRING IT



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CONTENT RATED BY ESRB

THQ™

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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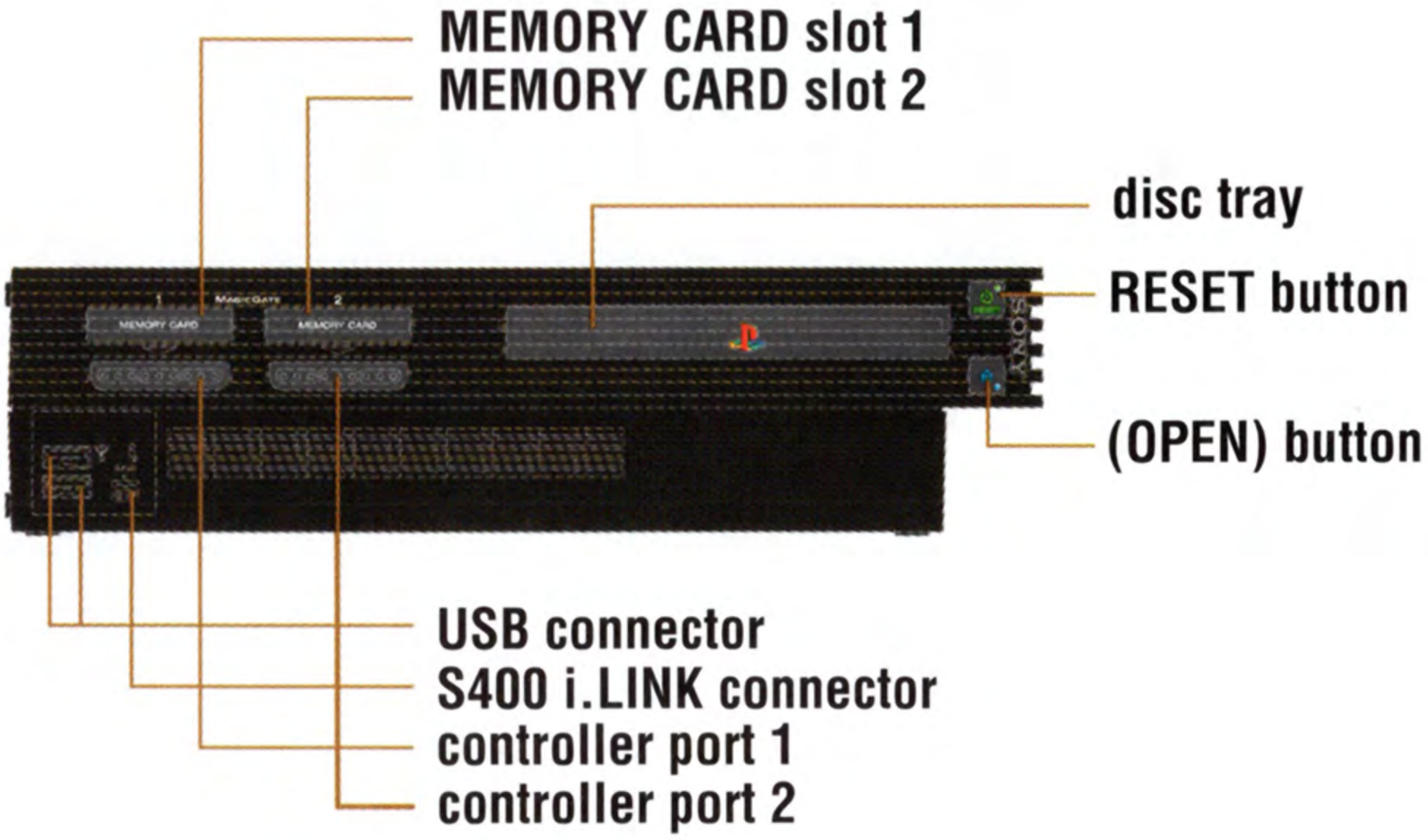
# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **SmackDown!™ Just Bring It** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation 2. You can load saved game data from the same card, or any memory card containing previously saved **SmackDown!™ Just Bring It** games. For more information, see SAVING AND LOADING on page 23.

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATION

## Menu Controls

| *Action* | *Control* |
|---|---|
| Highlight menu options | directional buttons |
| Confirm selection | ⊗ button |
| Previous menu | △ button |

# Basic Controls

| *Action* | *Control* |
|---|---|
| Control Superstar | directional buttons |
| Striking attack | ⊗ button |
| Grapple moves | ◉ button + directional buttons |
| Irish whip | ◉ button |
| Block striking attacks | ▣ button |
| Counter attack | ▣ button + directional buttons |
| Throw weapon | ▣ button (with weapon) |
| Run | △ button |
| Dive through opponent's legs | △ button + ▣ button |
| Dive over/through ropes | △ button + ▣ button + ⊗ button |
| Commando roll | △ button + L2 button |
| Primary taunt | L2 button |
| Secondary taunt | L2 button + directional buttons |
| Pick up weapon | R1 button |
| Kick out of pin | R1 button (while pinned) |
| Climb turnbuckle | R1 button + directional buttons |
| Focus on a different opponent | R2 button |
| Focus on nearest opponent | R2 button (hold) |
| Pause the game | START button |

# The Game Screen

The game screen shows important information about your match. Some match types require different information to be listed, so the game screen will vary from match to match.

### Player 1 Indicator

Every Superstar is given a different color, as shown next to his/her SmackDown!™ Meter. When there are eight Superstars in the ring, this makes it easier to tell who you're focusing your attack on. The Player 1 Indicator appears in the top/left corner.

### SmackDown!™ Meter

The number next to the meter shows how many times you can perform a finishing move. You can set the starting and maximum number before a match. As you deliver multiple mind-numbing blows to your opponent, your SmackDown!™ Meter will begin to fill up. When the meter is completely full, the number will increase by one. To perform a finishing move, wait until your opponent is groggy. The SmackDown!™ icon will appear over the SmackDown!™ Meter – press the L1 button to deliver the final blow!

### Time Elapsed

Shown at the top of the screen, be sure to watch the clock in a timed match!

### Referee Count

The referee will count during a pinfall, ring out, or any other situation that calls for a disqualification. The ref's count will appear in the center of the screen.

### Player 2 Indicator

The Player 2 Indicator appears in the top/right corner. When there are more than two players in the ring, the other Superstar's indicators will appear at the bottom of the screen.

# Finishing Moves

| Action | Control |
|---|---|
| Primary finishing move | L1 button |
| Secondary finishing move | L1 button + directional buttons |

*Note: You can only perform a finishing move when you have at least one number next to the SmackDown!™ Meter, your opponent is groggy, and the SmackDown!™ icon appears. If you select help (R1) at the character select screen you can check the situation that is needed to perform your Superstar's finishing move.*

# Facing the Opponent

| Action | Control |
|---|---|
| Irish whip to ropes | ◎ button |
| Irish whip to table | ◎ button + R1 button |
| Fake Irish whip *(face opponent)* | ◎ button + ◎ button |
| Irish whip attack | ◎ button + ✕ button |
| Grapple moves *(min. damage)* | ↑ + ◎ button<br>→ + ◎ button<br>↓ + ◎ button<br>← + ◎ button |

## Facing the Opponent Cont...

| *Action* | *Control* |
|---|---|
| Swaggered opponent *(med. damage)* | ⬆ + ◉ button<br>➡ + ◉ button<br>⬇ + ◉ button<br>⬅ + ◉ button |
| Groggy opponent *(max. damage)* | ⬆ + ◉ button<br>➡ + ◉ button<br>⬇ + ◉ button<br>⬅ + ◉ button |
| Striking attacks | ⊗ button<br>⬆ + ⊗ button<br>➡ + ⊗ button<br>⬇ + ⊗ button<br>⬅ + ⊗ button<br>⬆/⬅ or ⬆/➡ + ⊗ button |

## Behind the Opponent

| *Action* | *Control* |
|---|---|
| Fake Irish whip *(behind opponent)* | ◉ button + ◉ button |
| Rear grapple moves *(med. damage)* | ⬆ + ◉ button<br>➡ + ◉ button<br>⬇ + ◉ button<br>⬅ + ◉ button |
| Groggy opponent *(max. damage)* | ⬆ + ◉ button<br>➡ + ◉ button<br>⬇ + ◉ button<br>⬅ + ◉ button |

## Opponent on Mat

| *Action* | *Control* |
|---|---|
| Force opponent to feet | ◉ button |
| Pin opponent | ⬇ + ◉ button |
| Upper body moves | ⬆ + ◉ button<br>➡ + ◉ button<br>⬅ + ◉ button |
| Lower body moves | ⬆ + ◉ button<br>➡ + ◉ button<br>⬅ + ◉ button |
| Striking attacks | ⊗ button<br>⬆ or ⬇ + ⊗ button<br>⬅ or ➡ + ⊗ button |

## Turnbuckle Moves

| *Action* | *Control* |
|---|---|
| Irish whip | ◉ button |
| Opponent leaning on turnbuckle | ⬆ + ◉ button<br>➡ + ◉ button<br>⬇ + ◉ button<br>⬅ + ◉ button |
| Opponent facing turnbuckle | ⬆ + ◉ button<br>➡ + ◉ button<br>⬇ + ◉ button<br>⬅ + ◉ button |
| Opponent sitting in turnbuckle | directional button + ◉ button |

## Turnbuckle Moves Cont...

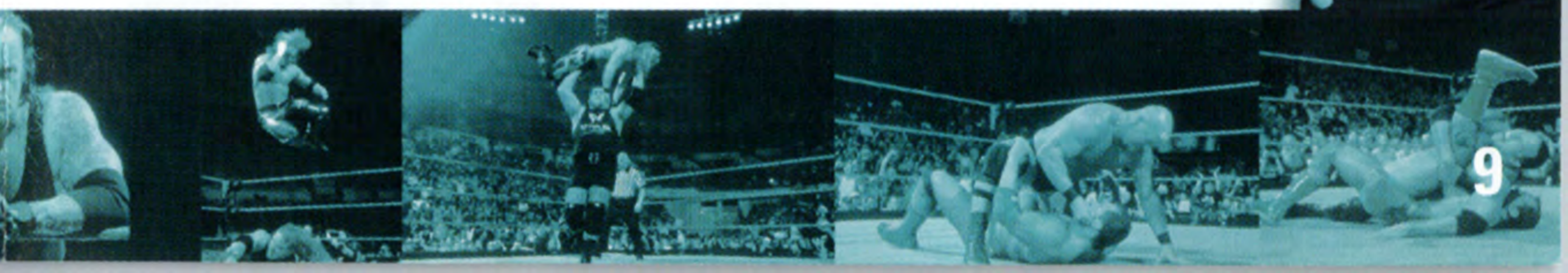
| *Action* | *Control* |
|---|---|
| Tag Team turnbuckle attacks | ⬆ + ◉ button<br>➡ + ◉ button<br>⬇ + ◉ button<br>⬅ + ◉ button |

## Running Moves

| *Action* | *Control* |
|---|---|
| Running attacks | ⊗ button<br>directional button + ⊗ button |
| Running grapple moves | ◉ button<br>directional button + ◉ button |
| Running at groggy opponent | ◉ button<br>directional button + ◉ button |

## High Flying Moves

| *Action* | *Button* |
|---|---|
| Diving attacks | ⊗ button<br>⬆ + ⊗ button<br>➡ + ⊗ button<br>⬇ + ⊗ button<br>⬅ + ⊗ button |

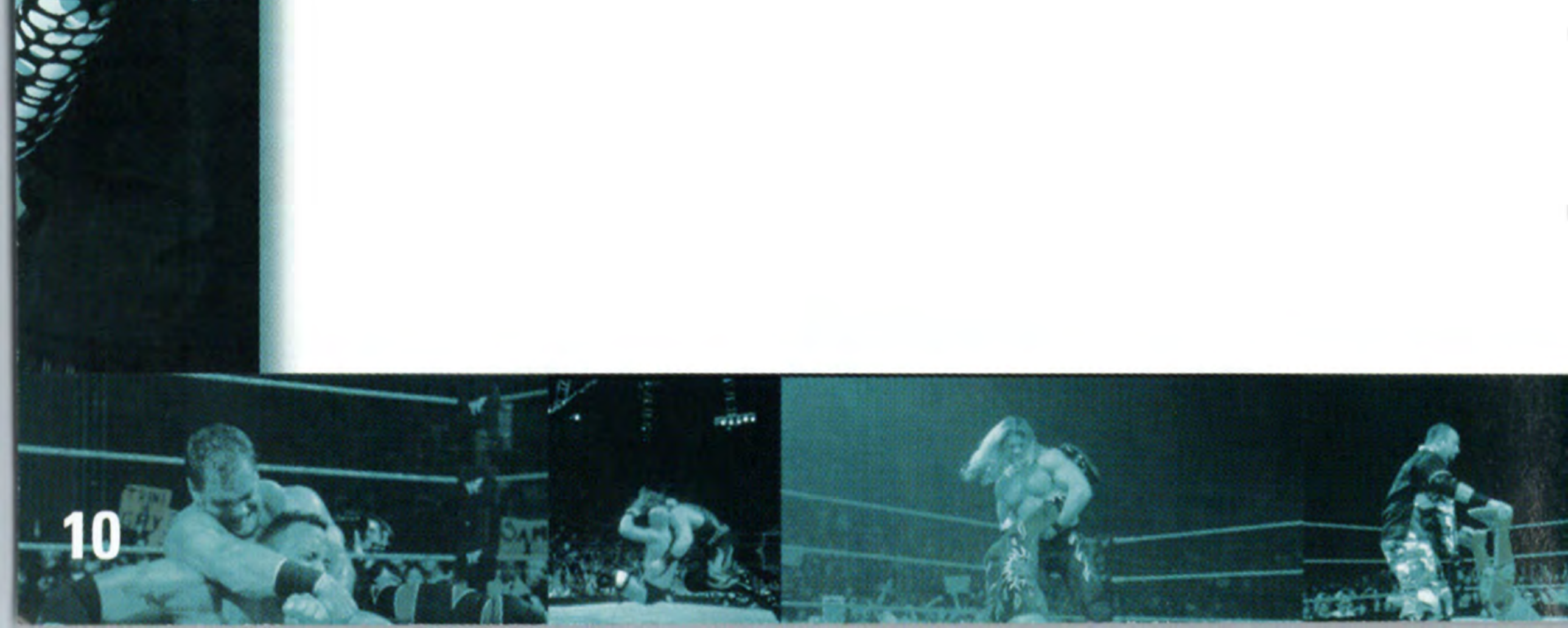


## Ladder Match Moves

| *Action* | *Control* |
|---|---|
| Pick up ladder | R1 button |
| Put down/Position ladder | R1 button |
| Climb ladder | directional button + R1 button |
| Climb down from ladder | R1 button |
| Grab belt | ○ button |
| Dive for belt | directional button + ○ button |
| Diving attack from ladder | ✕ button |
| Shake ladder *(opponent climbing)* | ✕ button |

## Table Match Moves

| *Action* | *Control* |
|---|---|
| Throw opponent onto table | ○ button + R1 button |
| Attack opponent on table | ○ button |
| Climb onto table | △ button |
| Diving attack from table | ✕ button |
| Reverse/Counter when on table | directional buttons *(press quickly)* |



## Cage Match/ Hell in a Cell

| *Action* | *Control* |
|---|---|
| Climb cage | directional button + R1 button |
| Climb down from cage | directional button + R1 button |
| Diving attack *(from cage)* | ⊗ button |
| Exit cage *(Hell in a Cell match)* | △ button then □ button |

## Double Team Moves

There are two types of Double Team moves available in WWE **SmackDown!™ Just Bring It** – Normal and Tag Team.

### Normal

During a Normal Double Team move, a run-in character will hold your opponent's arms. Approach the helpless opponent and use a Grapple move – the two Superstars will perform a stunning Double Team move.

### Tag Team

To complete a Double Tag Team move, send your opponent into your teammate's turnbuckle. Now perform a Grapple move. Your Tag Team partner will tag into the match and the two of you will knock some sense into your opponent. After the move is completed, the Tag Team partner will be the legal Superstar in the ring.

## Single

Go up against a CPU opponent or a friend in a Single Match. Select NO MANAGER to brawl without the aid of a valet, or WITH MANAGER to have an ally enter the ring with you.

## Tag

Pit two Tag Teams against each other in a No-Holds Barred Tag Team Match! Each Tag Team can have a manager watching from ringside by choosing WITH MANAGER. In a normal Tag Match, each partner must stay on the apron until they're tagged into the ring. Select TORNADO TAG to throw this rule away, allowing each team member full access to the ring at all times.

## 6 Man Tag

More intense than a normal Tag Match, the 6 Men Tag Match consists of three Superstars on each team. Choose the TORNADO TAG option for all mayhem to break loose!

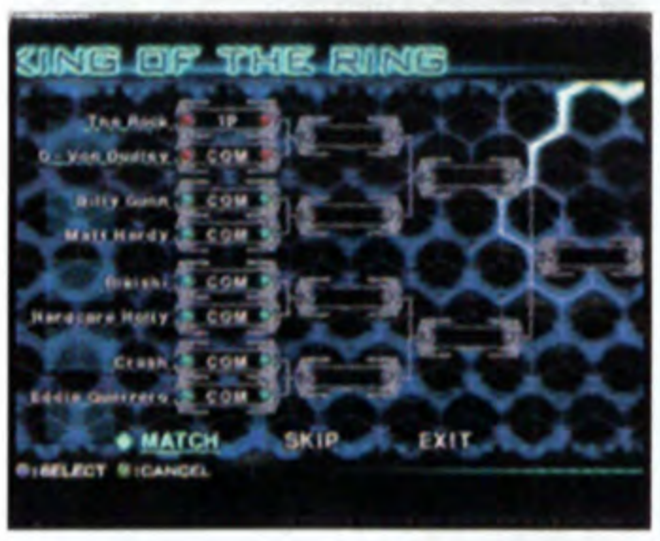
## Handicap

Are you tough enough to take on two WWF Superstars™ at one time? Find out in a two-on-one Handicap Match. If you're too weak, you might want to try controlling two Superstars against one opponent.

## Royal Rumble®

One of the greatest spectacles ever created, the Royal Rumble® pits up to 30 Superstars against each other as they compete for the right to be called the best in sports-entertainment. The event begins with four in the ring. As a Superstar is eliminated, a new Superstar enters the ring. The only way to eliminate an opponent is by throwing him over the top rope!

## King of the Ring®




Defeat each opponent in the tournament-style brackets to become the champion.

## Hardcore

Every Hardcore Match is a no-rules brawl that usually spills out of the ring (and involves a lot of weapons). Outlast your opponent for the victory!

## Falls Count Anywhere

The arguments start, and end, backstage in a Falls Count Anywhere match. Follow the blue arrows to brawl in different backstage areas.

## Survival

Take a Hardcore Match and add several Superstars to find yourself in a Survival Match. Take on all-comers to be the sole victor at the end of the match!

# Special

Special Matches are the heart and soul of any Pay-Per-View event, if not for the huge spectacle of the match, then for the heroics of each Superstar as they battle to the bitter end. You'll need to unlock several of the Special Matches by playing through the Story Mode before you can play them here. Following is a list of Special Matches available when you begin the game:



### *Cage*

Be the first one to climb over the top of the cage to win. If your opponent is climbing the cage, attack the chain-link wall 'til he falls!

### *I Quit*

Force your opponent to give up by forcing him to the ground, then shoving a microphone in his face! If he gives up, you win. If he doesn't, you'll have to hand out a little more punishment.

### *Table*

To gain a victory in a Table Match, you have to KO your opponent. However, a simple KO won't work. Place your opponent on a table then attack him so hard, he'll break through the table! Turnbuckle attacks work well in a Table Match.

### *Ladder*

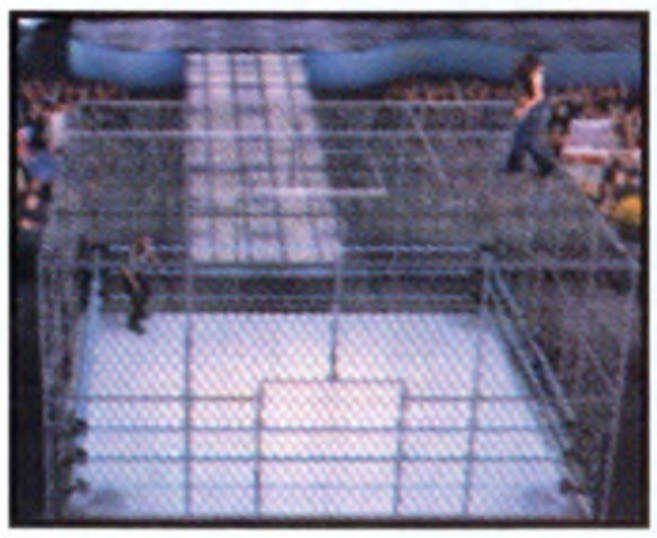
The only way to win is to grab the belt that's suspended above the ring. Make sure your opponent can't interfere, then set up the ladder in the middle of the ring. Climb to the top to grab the belt (and the victory)!

### *TLC*

The Tables, Ladders, and Chairs Match works the same way as a normal Ladder Match, except you can use the tables and chairs in the ring to knock your opponent senseless before climbing the ladder.

### *Special Referee*
Pick a Superstar to appear as a guest referee, then control him to interfere in the action, count extremely fast or slow, or to ignore any illegal action inside the ring!

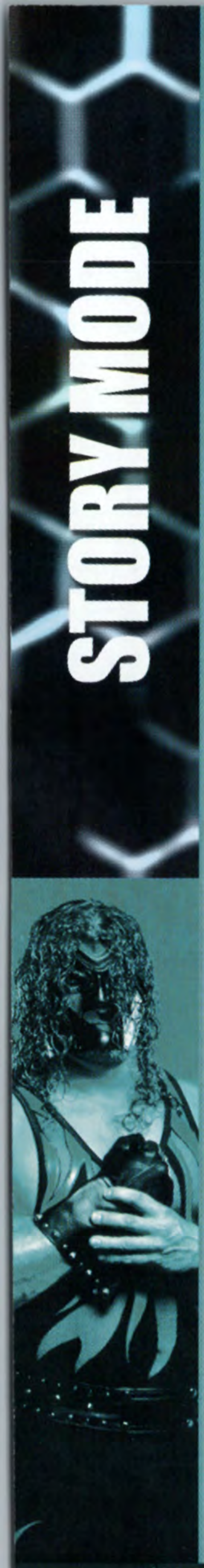
### *Hell in a Cell*
With an added roof on the cage, you can now climb on top of it and throw your opponent through the roof for maximum damage! How do you get out of the cage? Create an opening by whipping your opponent through the cage wall!



### *Ironman*
Pin your opponent as many times as you can for points. The Superstar with the most amount of points at the end of the time limit wins.

### *3 Stages of Hell*
Battle through a series of special matches to come out victorious! The Superstar that wins two out of the three matches, wins.

### *Slobber Knocker*
Eliminate as many opponents as you can in the time limit.




# STORY MODE

More in-depth than ever before, the Story Mode in **WWE SmackDown!™ Just Bring It** gives you what you've always wanted – complete control! Choose your fate and battle through the daily grind of a full World Wrestling Federation® season. Only Vince McMahon™ or any one of your enemies can interfere with your chosen path, twisting a glorified fate of power and glory into a road to ruin. Defeat every challenge and knock down every obstacle on your road to the WWE Championship!

## Continue

Load a previously saved season from a memory card to continue the action!

## New Game

Choose a Superstar and begin a new season in Story Mode. If a Superstar holds a title, the belt will appear beneath his or her picture while on the Superstar Select screen.

## Title

View a list of recent Title Holders for each belt. The current champion is always shown at the top of each list.

## Hidden

Unlock hidden items by defeating opponents, and by winning and defending each belt.

# Create a Superstar

Create a new Superstar and alter every aspect of his appearance, moves, taunts, mannerisms, weapons, and fighting style.

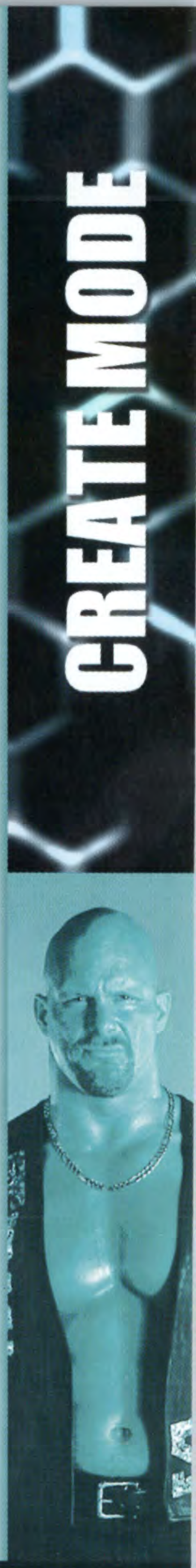
# Appearance

Create a NEW Superstar, EDIT an existing created Superstar, DELETE a created Superstar from your memory card, or COPY him from one memory card to another.

After selecting NEW, you can build a new Superstar from head to toe using the following categories:

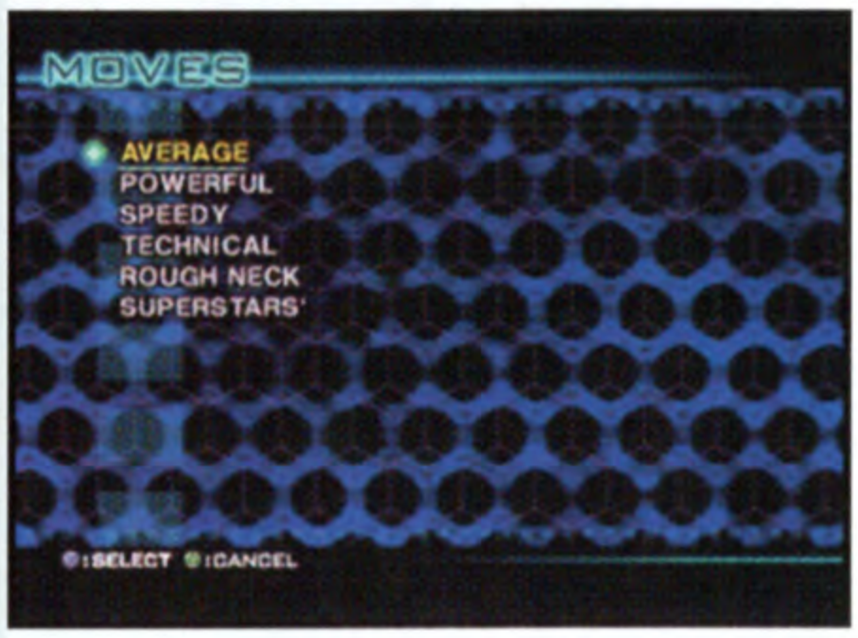
- **Appearance** – After selecting a body type (male or female), add style and class to your Superstar's appearance!
- **Profile** – Give your Superstar a name, ring name, and biography. You can even choose the signs the crowd will bring to the stadium!
- **Personality** – Determine three characteristics that will effect how your Superstar performs in each situation.
- **Ability** – Assign over 140 points to different ability techniques. The more points you give to an ability, the better moves you can perform within that category. For a more balanced attack, choose AUTO SETTING and select a category.
- **Moves** – Choose a category of moves your Superstar will be able to use in the ring. Select SUPERSTARS to use any existing Superstar's move list.
- **Logic** – Decide if your Superstar will be known more for his vicious Attacks, Grapple moves, Aerial assaults, Ground submission holds, or Hardcore moves.

*Note: The MOVES category above only selects a technique for your Superstar. After your Superstar's appearance is complete, select MOVES from the Create A Superstar Menu to assign his or her actual moves to specific button commands.*

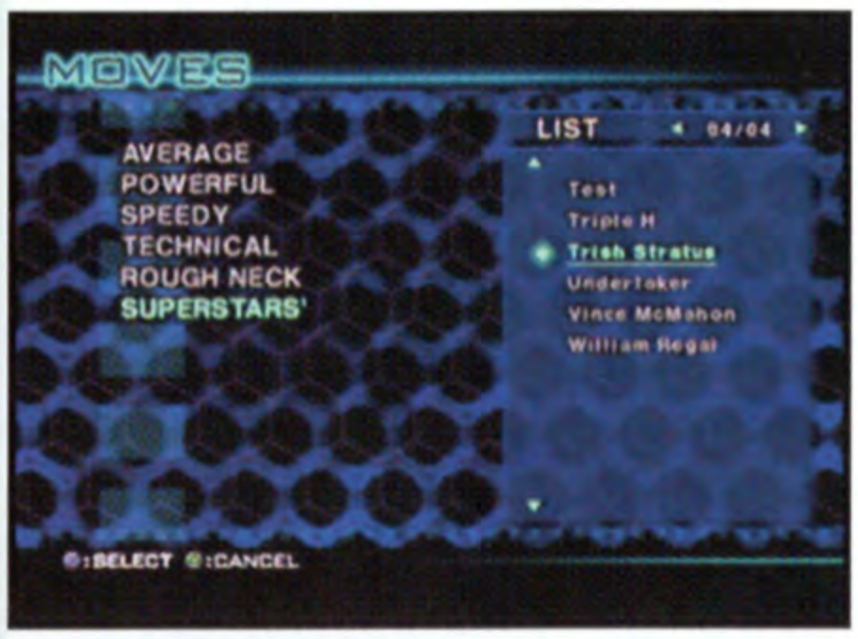


# Moves

Change a WWE Superstar's™ repertoire of moves or customize your own, created Superstar's move list.



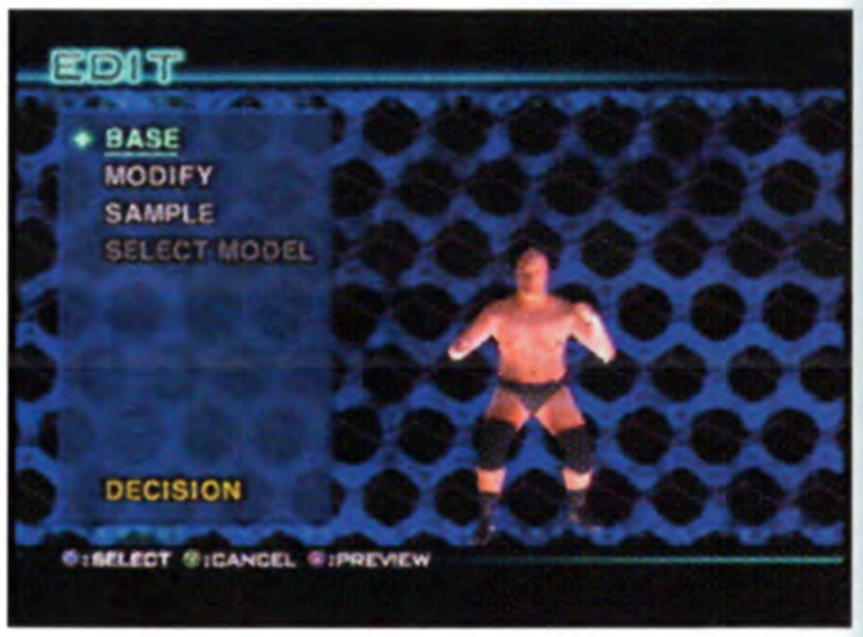

Choose a Superstar then select a category of moves/taunts to edit. Select DEFAULT to change all the moves to their original settings. Select AUTOSETTING to change a Superstar's strengths, giving him a different set of moves he would be able to perform.




Now highlight the move you would like to change and press the ⊗ button. Select the new move from the list on the right, to replace the old move, and press the ⊗ button again. Press ⬅/➡ to view moves from a different category.

Select DECISION to continue editing the Superstar's moves. Press the △ button to cancel, restoring the moves to their default settings.

## Create a Taunt




As with the Create a Superstar mode, you can choose NEW, EDIT, DELETE, or COPY. After selecting NEW, you can create your own taunts using the following options:

***Base***
Choose a series of base taunts to string together to begin the process. You can add up to four basic taunts in a row.

***Modify***
Now modify the taunt frame by frame until your Superstar has the ability to humiliate any opponent in the ring!

***Sample***
View a few sample taunts that can be created.

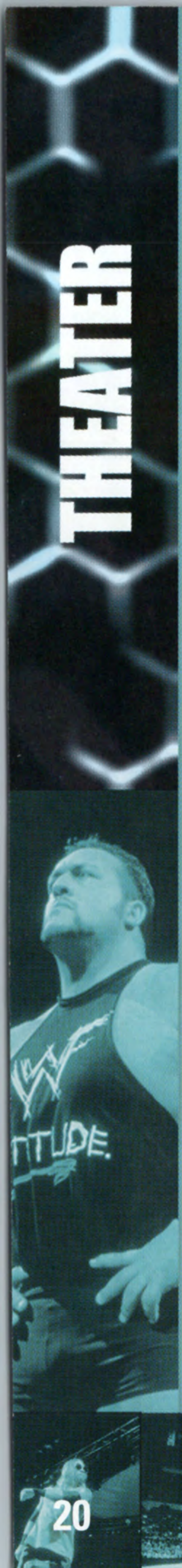
***Select Model***
You can create a taunt for a created Superstar by selecting him here.

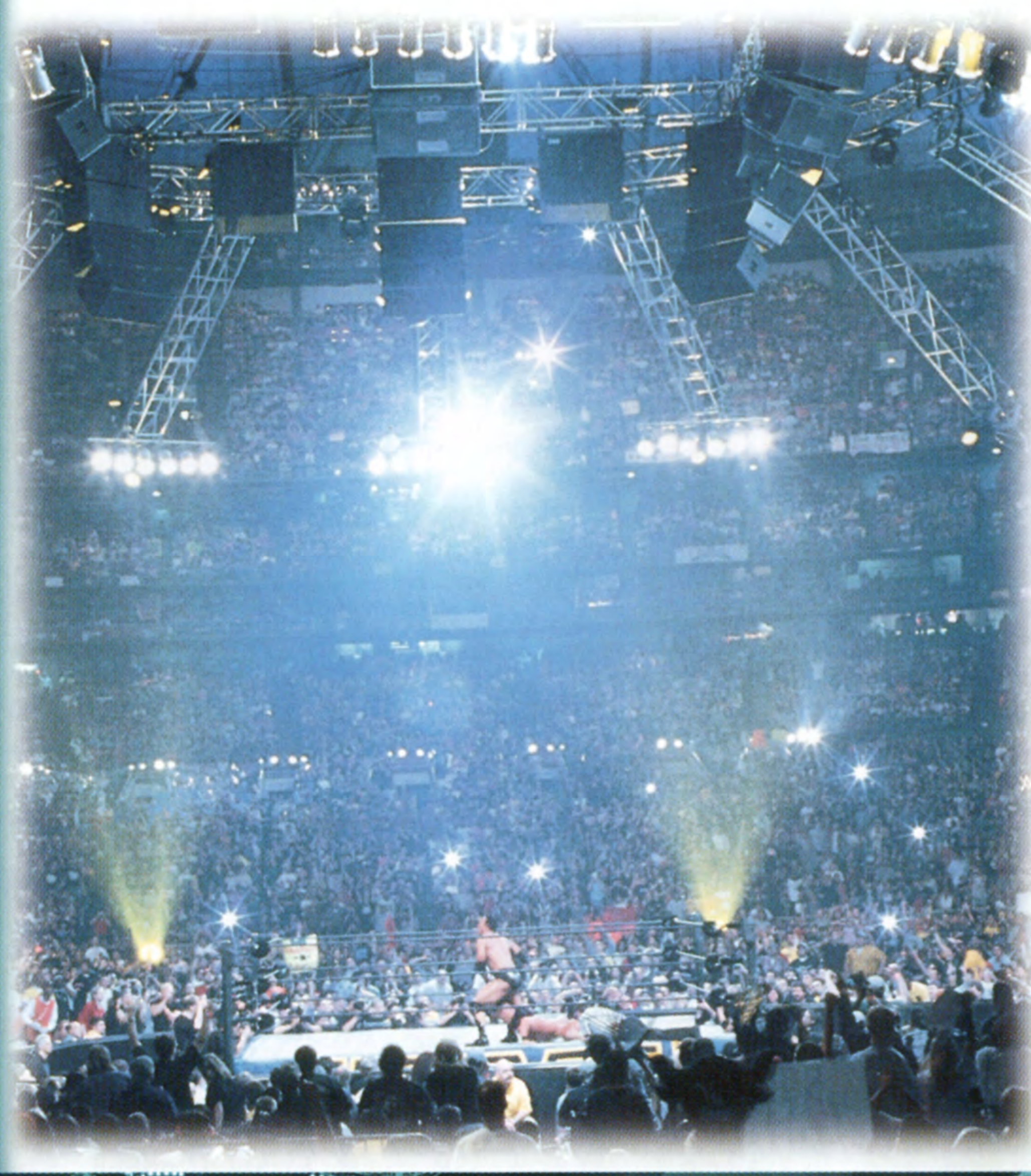
## Create a Stable

Alter existing groups or split them up and create your own! After selecting NEW, choose a name for your stable and add the members. Select ENTRANCE to give them an entrance movie, move, and music. The new stable can be disbanded at any time by selecting BREAK UP.

# THEATER

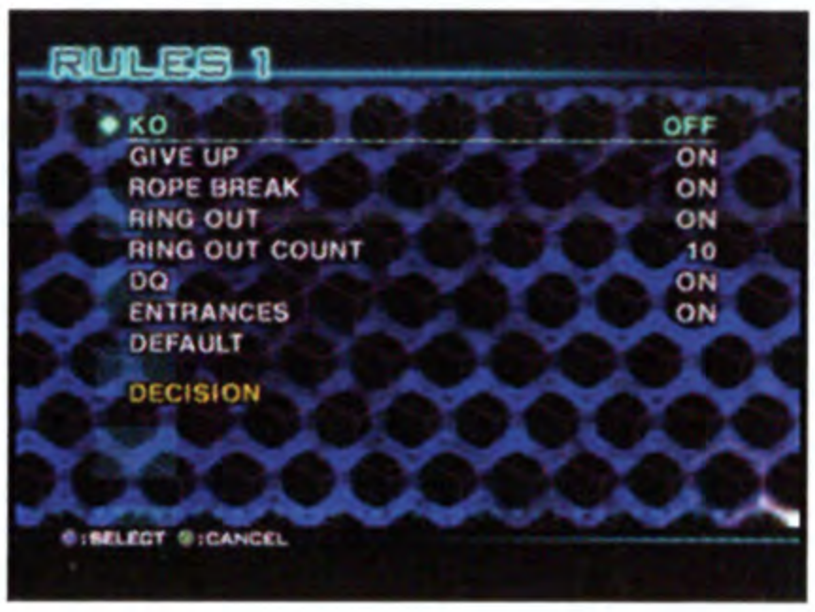
View the unlocked movies and THQ game trailers from the Theater. Use the Control Pad to highlight a movie, then press the ⊗ button to watch it.



# OPTIONS

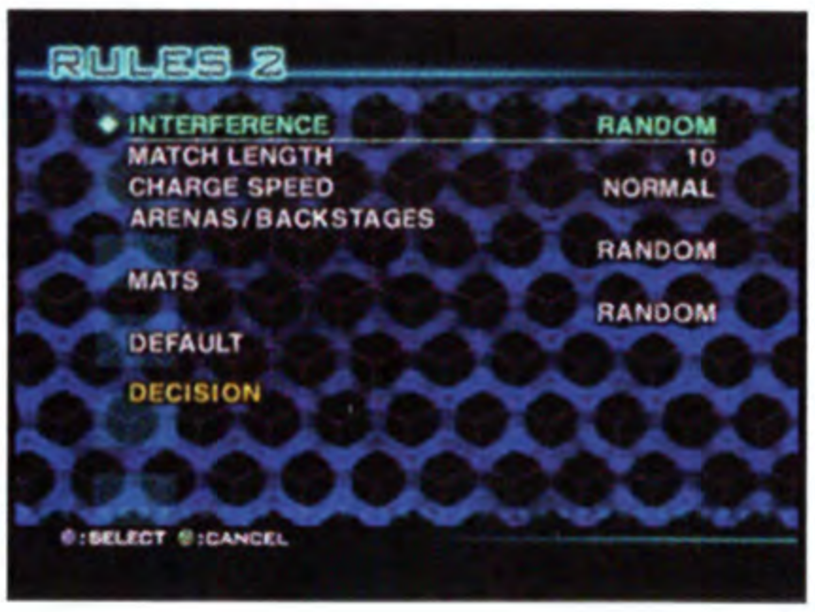
## Rules 1




Rules 1 options allow you to change basic match options. Select an option with the directional buttons and press the ⊗ button. In the sub-menu, select the new setting and press the ⊗ button to customize the option.

- **KO** – Win by a knock out!
- **Give Up** – Gain a victory by submission.
- **Rope Break** – Break a submission hold by reaching the ropes.
- **Ring Out** – Take the action outside the ring.
- **Ring Out Count** – Set a time limit for the out-of-ring action.
- **DQ** – Win or lose by a disqualification.
- **Entrances** – View each Superstar's entrance before a match.
- **Default** – Reset all the Rules 1 options to the default settings.

## Rules 2




Rules 2 options give you more advanced, match specific options to customize.

- **Interference** – A heel can run down the ramp and interfere with the match.
- **Match Length** – Set a time limit for the match.
- **Charge Speed** – Your Finishing Move meter can charge faster or slower.
- **Arenas/Backstages** – Choose an arena or backstage area to brawl in.
- **Mats** – Pick a mat to go inside the arena.
- **Default** – Reset all the Rules 2 options to the default settings.

# OPTIONS CONT...

Change the game, difficulty, video, and audio settings in the Options Menu.

- **Difficulty** – Make the game easier, or more difficult.
- **Camera Angles** – Play with the more intense, TV-style camera setting, or choose OFF for a static camera angle.
- **Vibration** – Turn the vibration function ON/OFF.
- **Player's Indicators** – View different colored icons above each player.
- **Play By Play Volume** – Choose to have the color commentary OFF, or decide how much the announcers will talk.
- **Sound** – Choose STEREO if you have two or more speakers.
- **BGM** – Select a specific song for the background music, or choose RANDOM.
- **BGM Volume** – Increase or decrease the background music volume.
- **Entrance BGM Volume** – Increase or decrease the music volume for each Superstar's entrance.
- **SE Volume** – Increase or decrease the sound effects volume.
- **Default** – Reset all the options to the default settings.

## System Data

- **Save System Data** – Save your created taunts, stables, Superstars and options to a memory card.
- **Load System Data** – Load your system data from a memory card.
- **Copy a Created Superstar** – Copy your brightest up-and-coming Superstar from a memory card to the console.
- **Copy a Created Taunt** – Copy a favorite taunt from a memory card to the console.

## Credit

View the game credits for WWF **SmackDown!™ Just Bring It**.

## Save & Exit

Save the current game to a memory card and return to the Main Menu.

# SAVING & LOADING

Before turning on WWE **SmackDown!™ Just Bring It**, insert a memory card into MEMORY CARD slot 1. The game will automatically load any saved game data. You can manually save and load the game data at any time from the Main Menu:

## Saving

1. Select OPTIONS from the Main Menu.
2. Choose SAVE & EXIT and press the ⊗ button to save any updated information. You will automatically return to the Main Menu.

## Loading

1. Select OPTIONS from the Main Menu.
2. Choose SYSTEM DATA from the Options Menu.
3. Select LOAD SYSTEM DATA and press the ⊗ button to load all of your previously saved information.

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"Rollin' (Air Raid Vehicle)"
Written and Performed by Limp Bizkit
© Flip / Geffen Records 2000
℗Big Bizkit Music / Zomba (ASCAP)

# THE EVOLUTION OF MOTOCROSS

# MX 2002

## FEATURING RICKY CARMICHAEL

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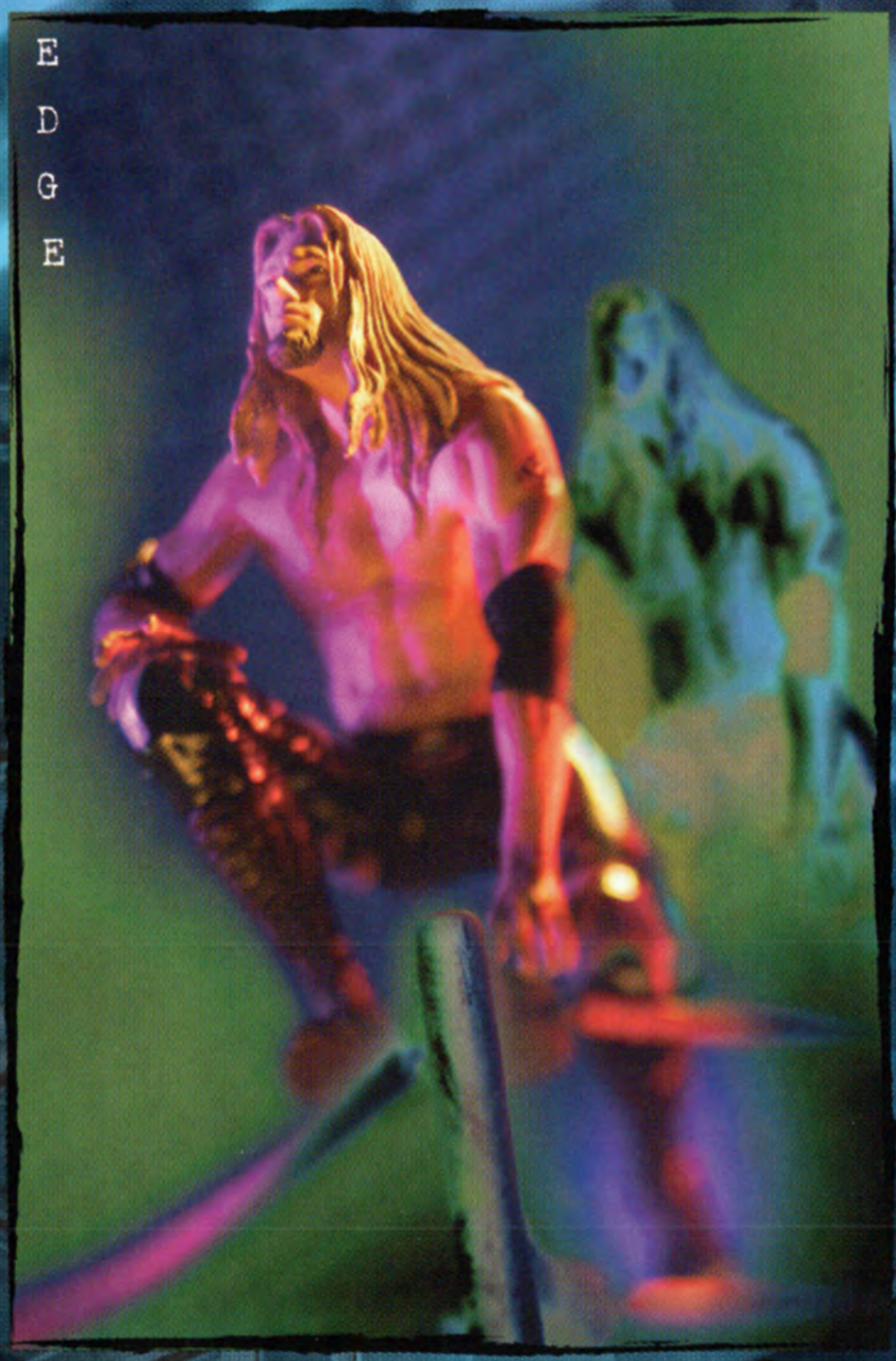
FATAL 4-WAY FATAL 4-WAY FATAL 4-WAY

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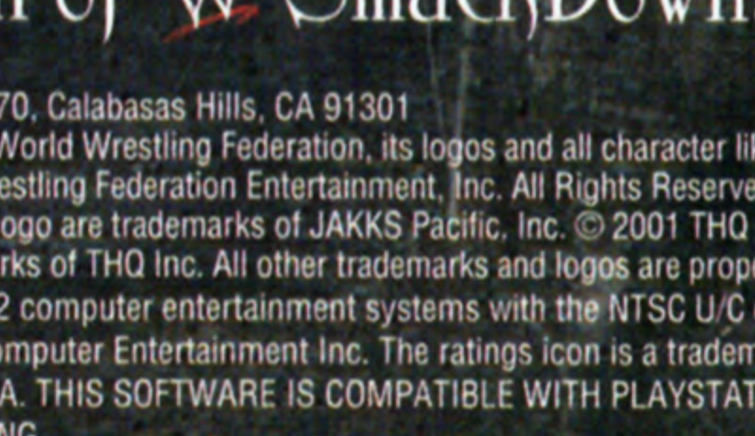

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